

Sonic Omens and the Downfall of Ouroboros

THE BYSTANDERS WHO WERE NAMED IN THIS DOCUMENT HAD NO INVOLVEMENT. DO NOT HARASS THEM IN ANY WAY.

!!!WARNING THIS DOCUMENT WILL CONTAIN EXPLICIT STUFF, SPECIFICALLY FOUND IN THE MARIA TEXTURE SECTION!!!

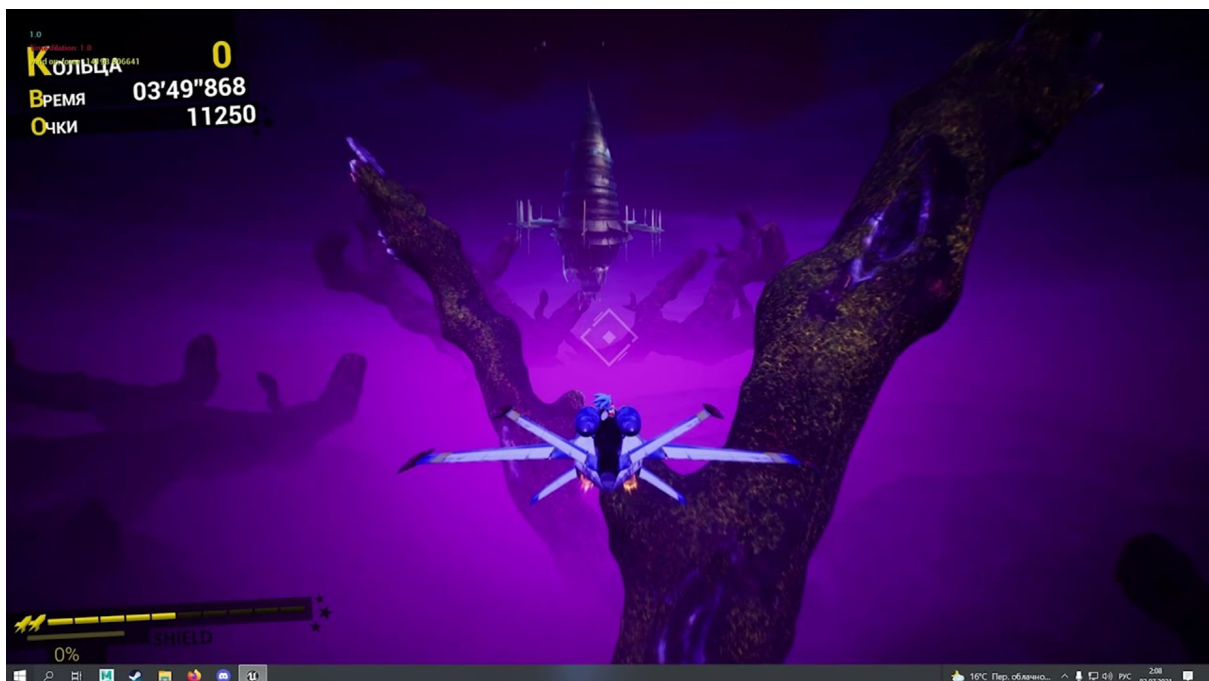
Hello, my name is Farkle and I am the writer of this document.

You may wonder why I'm in the @SonicOmens Twitter account. Well, I did ask the owner of the account if he could publish my document, so no, I don't own the Twitter account. Anyway, this document was written because of Ouroboros Studio's actions. They have been involved in harassment, pay walling Sonic Omens previews behind Patreon and on a Russian Patreon equivalent. The project also stole music from Cars 2: The Video Game, and they are spreading lies about the past drama.

This document wouldn't have existed if they didn't harass me and encouraged their fans to go after people who did not like the game.

They are doing it again with Patreon and on other Patreon pages

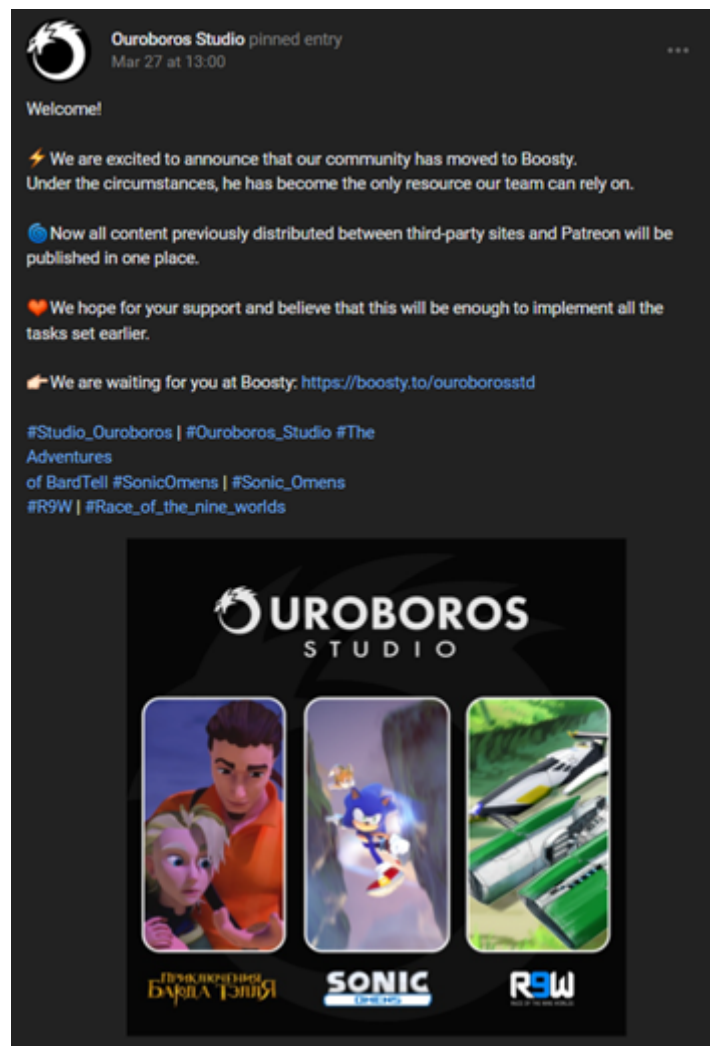
Sonic Omens originally had beta builds hidden behind a paywall subscription on Patreon. Until the backlash they got, which basically ruined their reputation for not handling criticism properly. They reworked BOLT's personal Patreon into Ouroboros Patreon which hosts their original IP projects. However, it still hosts Sonic Omens related development stuff (excluding beta builds). These images were taken from their Patreon through inspect elements.



My issue with the Patreon is that their original IP projects are basically non-existent because it's overshadowed by Sonic Omens posts. They don't advertise Sonic Omens in their Patreon description, but if you just scroll down, you will find out that multiple posts are filled with Sonic Omens content.

<https://streamable.com/vltgn3>

Not only that, but Patreon isn't even the only thing they have. If you go to their VK page (which is a social media platform like Twitter or Facebook that also allows you to donate people money through "donations"), you can find posts advertising a Patreon equivalent called Boosty, which advertises Sonic Omens. If you go to their Boosty page, **it literally hides Sonic Omens content behind a paywall.**





Ouroboros Studio
alle 15:53 del 31 Lug.

...

В древних святилищах дуют ветра хаоса.
Мир вновь меняется.

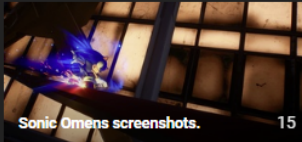
📷 Альбом скриншотов: https://vk.com/album-143739793_286838902

👉 Поддержать нашу команду на Boosty: <https://boosty.to/ouroborosstd>

#SonicOmens | #Соник_Знамения
#Студия_Уроборос | #Ouroboros_Studio



PNG · 7.1 MB



Sonic Omens screenshots.

15

👍 53

👉 4

👁 1.6K



Ouroboros Studio
alle 15:00 del 28 Lug.

...

Наше укрытие обнаружено! Все на позиции!

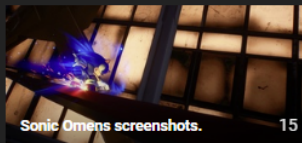
📷 Альбом скриншотов: https://vk.com/album-143739793_286838902

👉 Поддержать нашу команду на Boosty: <https://boosty.to/ouroborosstd>

#SonicOmens | #Соник_Знамения
#Студия_Уроборос | #Ouroboros_Studio



PNG · 3.7 MB



Sonic Omens screenshots.

15

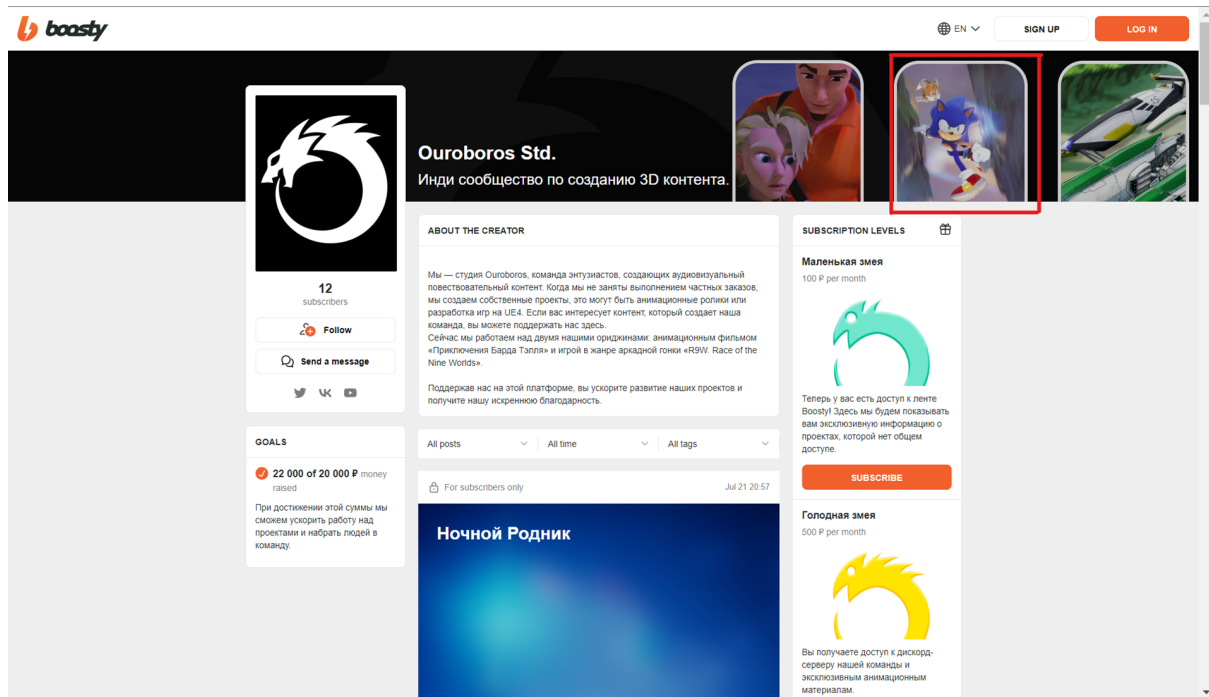


Ouroboros Std. - Инди сообщество по созданию 3D контента.: Мы — студия Ouroboros, команда...
boosty.to

👍 61

👉 5

👁 1.7K



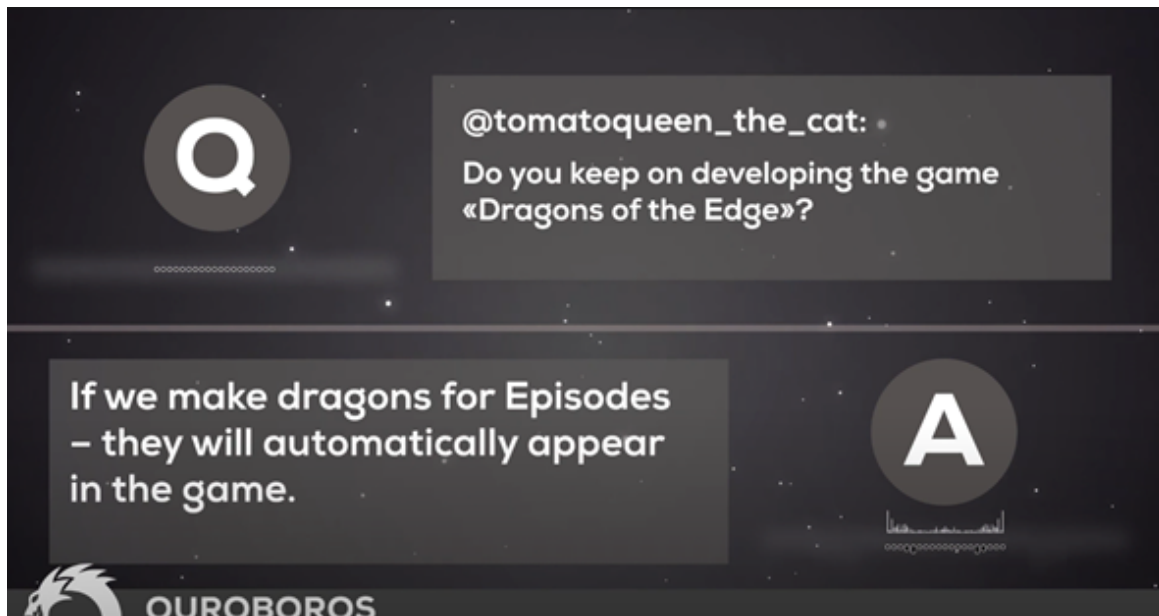
Boosty link: <https://boosty.to/ouroborosstd>

The Boosty page is filled with a lot of Sonic Omens posts that are hidden behind a paywall subscription like their Patreon page.

The people in the Sonic Omens Discord Server kept mentioning that the Patreon had nothing related to the game, but now suddenly it's related to the project... so which is it, then?

Patreon and Boosty are definitely used to financially support Sonic Omens' development. They are using Sonic Omens as a way to jumpstart their career.

They haven't learned anything from the backlash, and they know that they can get away with it because of the amount of people defending their actions.



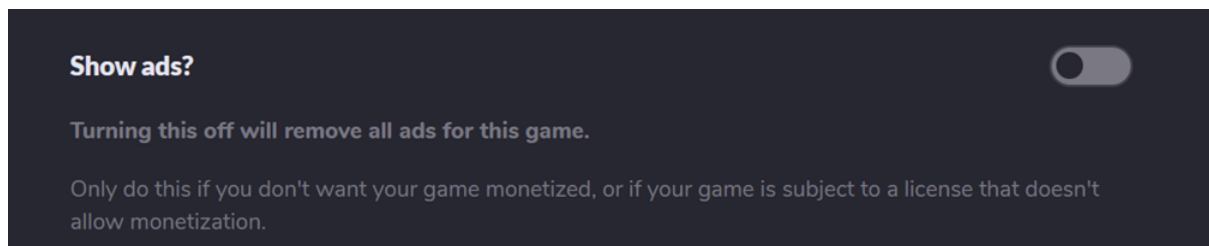
Game Jolt ads

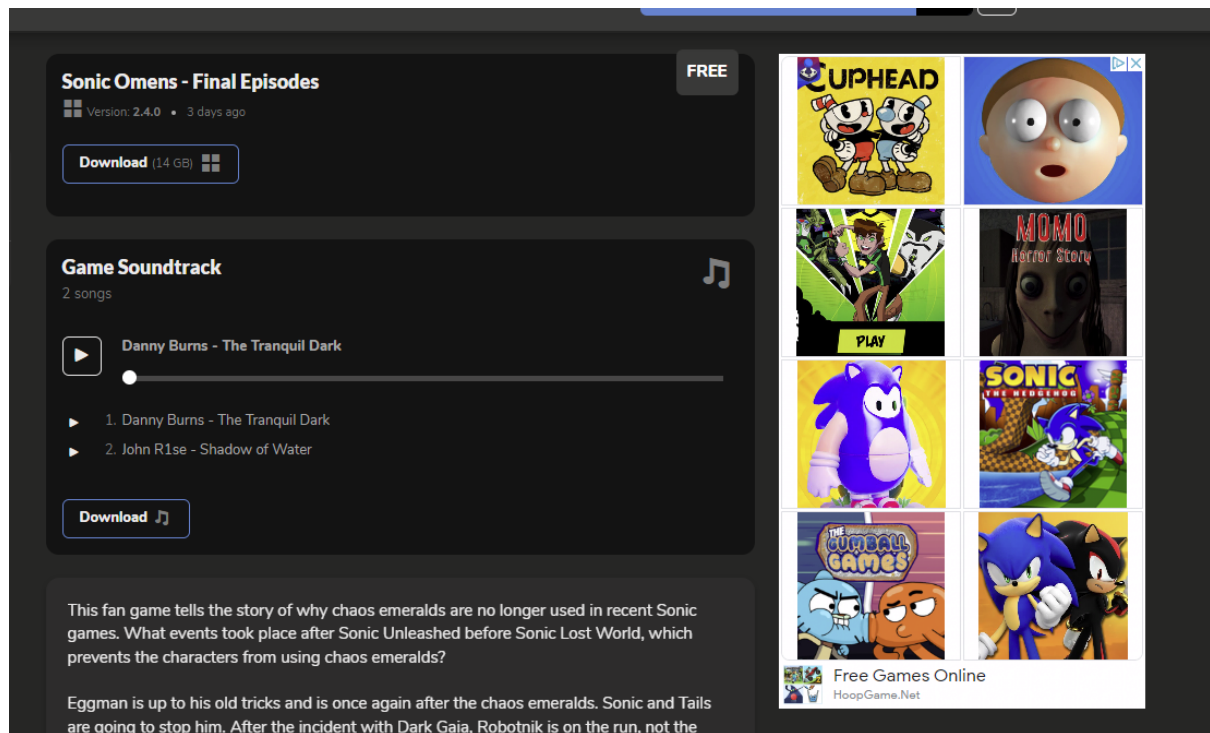
Sonic Omens' Game Jolt page has the most amount of followers out of any Sonic game on that site. Since Game Jolt is a website where most Sonic fangames are downloadable, this makes it the most popular Sonic fangame, according to Ouroboros. But that begs the question, what makes it popular? Is it because of the controversy surrounding the game?

Here's the most notable thing about the page: **Why does it have ads?**

If you are using Game Jolt to publish your game, you have the option to turn ads on or off. The option even says "Only do this if you don't want your game monetized, or if your game is subject to a license that doesn't allow monetization."

It is important to note that creating a new page for a game might cause the option to be automatically active, but when configuring the page you should have at least read every option it has to offer.





They have been making money through showing ads thanks to Sonic Omens. I presume this has been running since Sonic 2020 was released on Game Jolt.

BOLT

Before the Patreon drama, a friend of mine named “Vintiru”, was going to be the voice of Shadow. The demo track I heard was pretty good. One day, she needed a new microphone and told BOLT that it would come in 2 days. When telling him that her new microphone came, she realized that she got replaced and BOLT did not tell her. What he did was extremely unprofessional. This is why Shadow sounds like this in Sonic Omens. She was planned to voice Sonic as well, but also got replaced.

It’s speculated that Bolt meant to poke fun of ChaosX with this tweet. Well, after the episode released, it turned out to be a disaster. Maybe BOLT shouldn’t poke fun at stuff that will backfire.



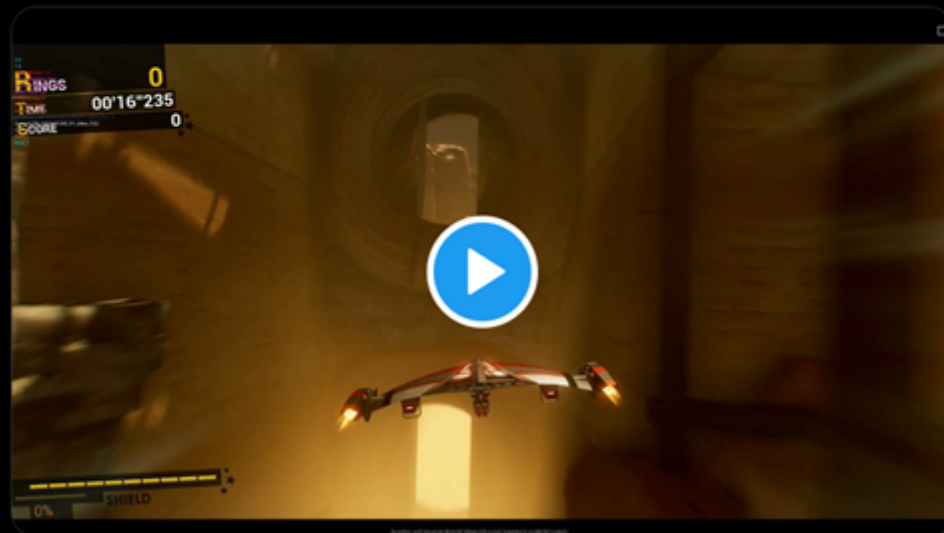
BOLT I Alex Dmitriev
@BOLT59117837

...

Shadow Glider - Confirmed

I hope the gameplay turned out to be no worse than that of @ChaosX2006 😊

[Traduci il Tweet](#)



11:34 PM · 16 feb 2021 · Twitter Web App

JOH

JOH is well known on Twitter for going after people for their opinions on the game. He tried to make fun of me and my projects once, so here are some old conversations I had with him:



JOH I Alexander Zhokhov @JOH61031937 · 29 dic 2021

...

Hello clown. Where is your "review"? I've been waiting for this since summer, you know I want to understand how deep the schizophrenia of an idiot like you can be. Your past speeches were great fun, don't let me down.



2



1



SparkleGem @SFangame · 30 dic 2021

...

Hey funny screenwriter clown. I think it would be the best to watch the game burn instead helping you on how to fix it.



2



2



SparkleGem

...

@SFangame

In risposta a [@SFangame](#), [@JOH61031937](#) e altri 2

It's just pointless to release a video on how I would fix it when the team behind the game cannot even listen to criticism

[Traduci il Tweet](#)

3:13 PM · 30 dic 2021 · Twitter Web App

3 Mi piace





JOH I Alexander Zhokhov @JOH61031937 · 6 gen

...

In risposta a @SFangame, @georgehagane_e @NPicker01

Hear advice from a person who has the status: "Creator of Sonic unleashed java ultimate & Unnamed Spark fangame"

Which probably hasn't even finished school yet. Of course, you can "know" something.

No.

It doesn't even sound like a joke.



2



SparkleGem @SFangame · 15 gen

...

The Twitter bio is outdated.

Have you seen my Spark mods before writing this tweet? At least I don't rush my projects unlike you guys do and what does it have to do with school JOH?

As I said in the past, don't you guys have a fangame to finish 🤔



1



2





One time he tried to bother me on a tweet unrelated to Sonic Omens because I hadn't released my review yet.



And, oh yeah, he had a meltdown after getting ratio'd on Twitter because he called me the only Spark the Electric Jester fan that exists. The Spark community did not take this kindly.
<https://twitter.com/SparklyStudios/status/1529470843826360322>

JOH also tried to go after a user called @SonicOmens, which was a roleplay account that had nothing to do with the fangame.



After the user changed their tag, someone went out of their way to make a new account called “Sonic Womens” with the old user’s tag (@SonicOmens). It was basically an account made with the purpose to clown on the fangame and its developers. I managed to get in contact with the owner of the account, who accepted to post this document on Twitter.

Also, he said hi.

John_R1se

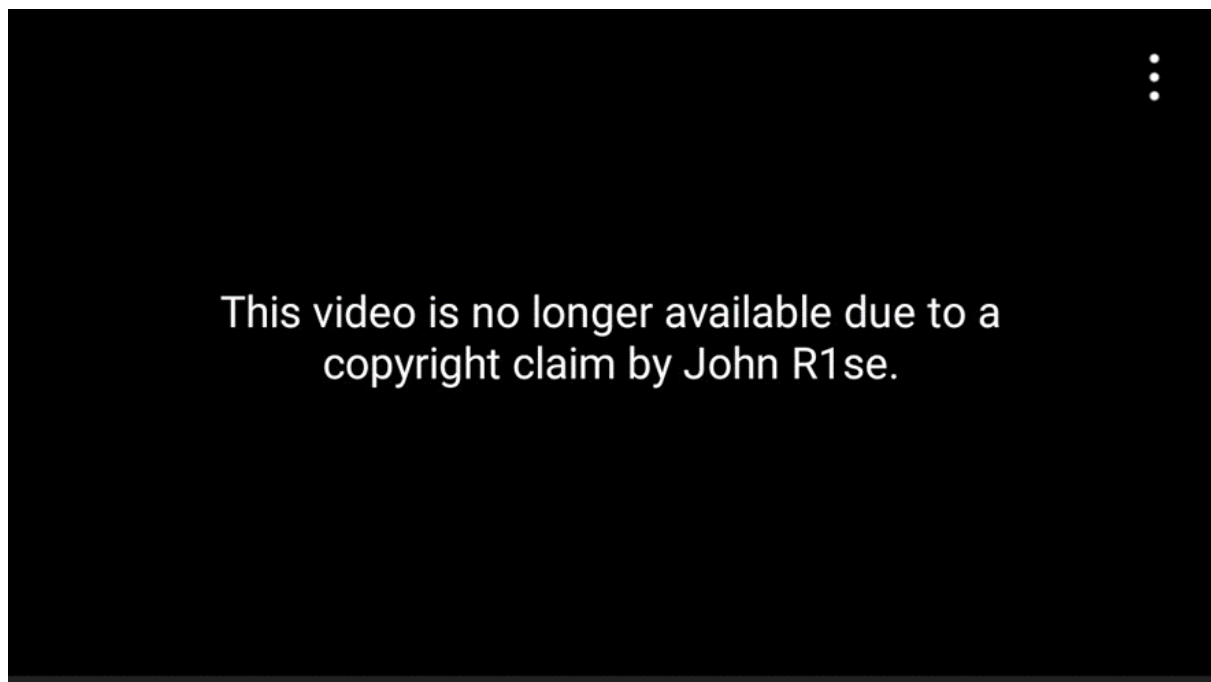
John_R1se is one of the composers for Sonic Omens. He is known for tracks such as Chao Paradise and Area 99. The music is kinda ok, but what if I told you that **one of the songs rearranged a track from Cars 2: The Video Game**. Basically, he took the song, changed the instruments and claimed that the song was original.

The song's name is Unknown Race. (Unknown Race is a higher quality rendition of the DS version of the Oil Rig Race theme) <https://www.youtube.com/watch?v=hwGLsUMvRzg>

I also made a mashup of both of the themes. <https://streamable.com/8kgr55>
(please keep in mind that this was made just in 30 minutes)

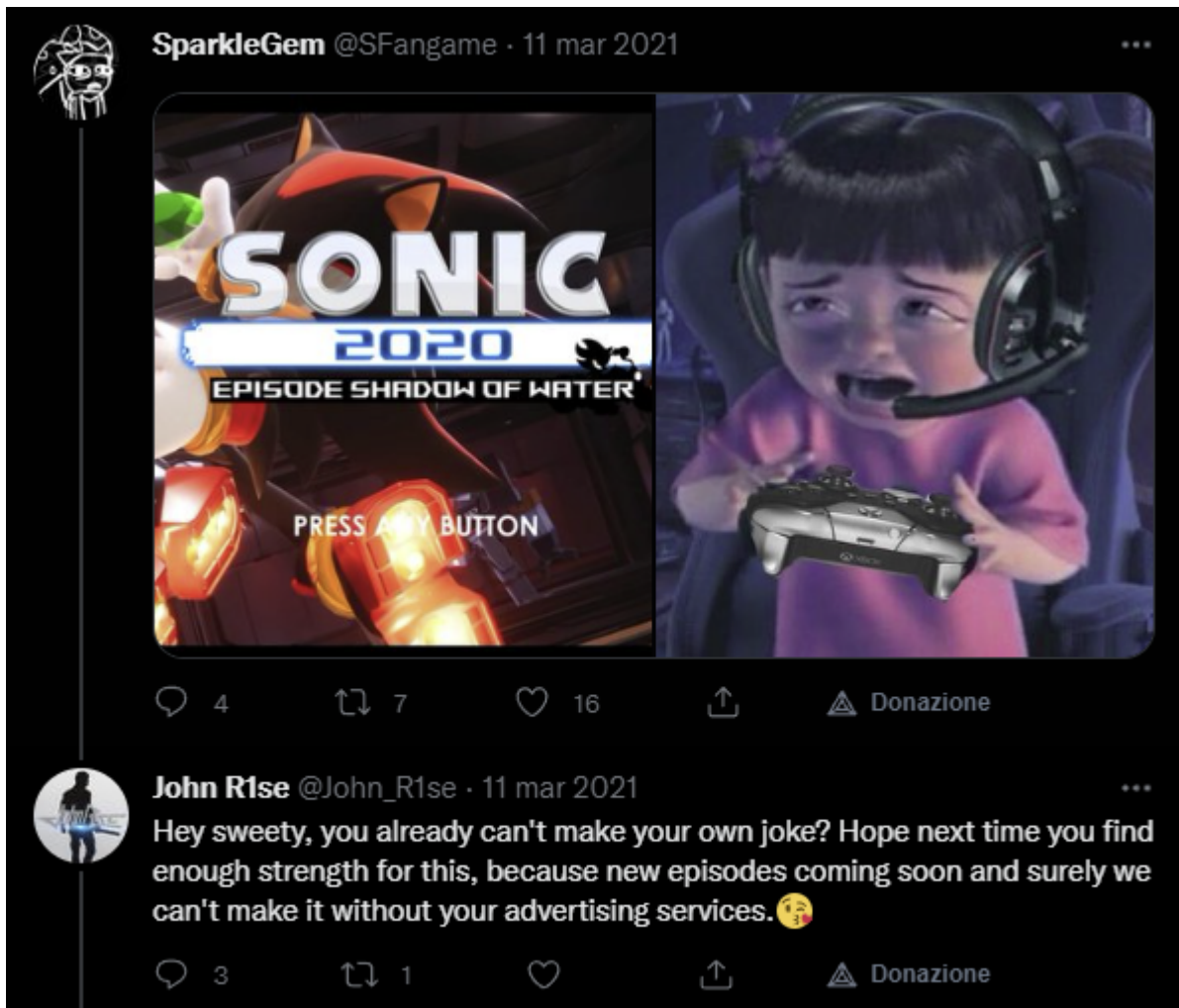
In the past, **John has copyright struck people for reuploading his music or making remixes and mashups.**

<https://twitter.com/SFangame/status/1392597871762067467>

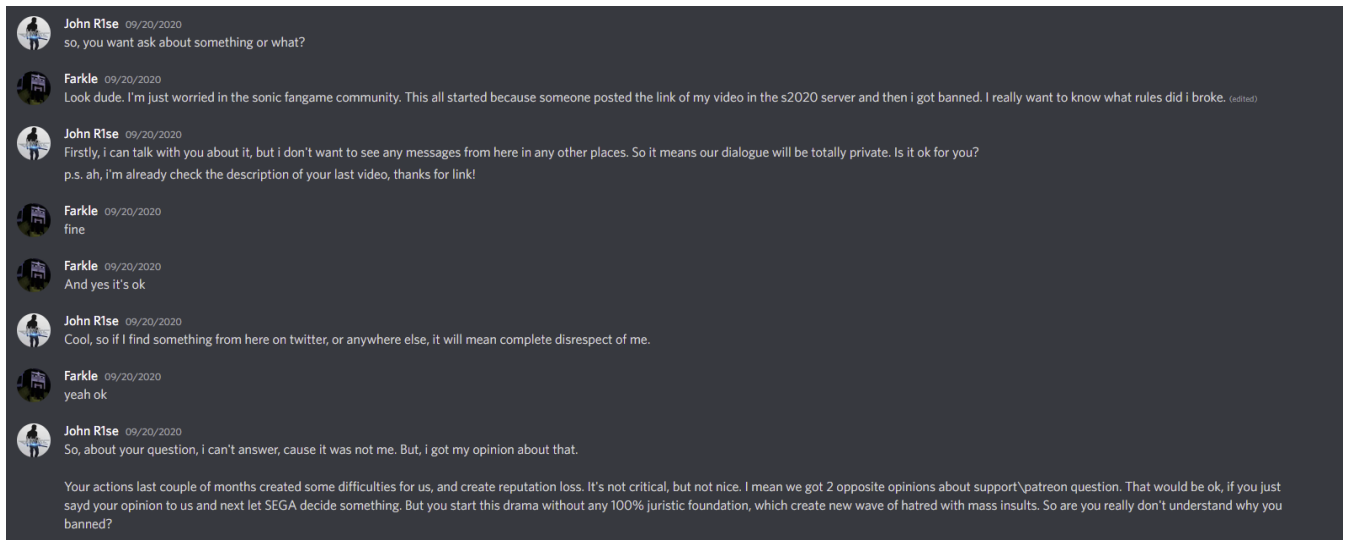


Not only that, but the people who reuploaded Sonic Omens' soundtrack were both fans of the music and the fangame itself. But instead of claiming the video, **he decided to strike down an entire channel**. Yes, he has every right to do this, but those were fans of his music and the game. He could have at least asked them to delete those videos instead of permanently getting rid of their platform.

Oh yeah have this tweet where John called me "sweety":
<https://twitter.com/SFangame/status/1369818317612015616>

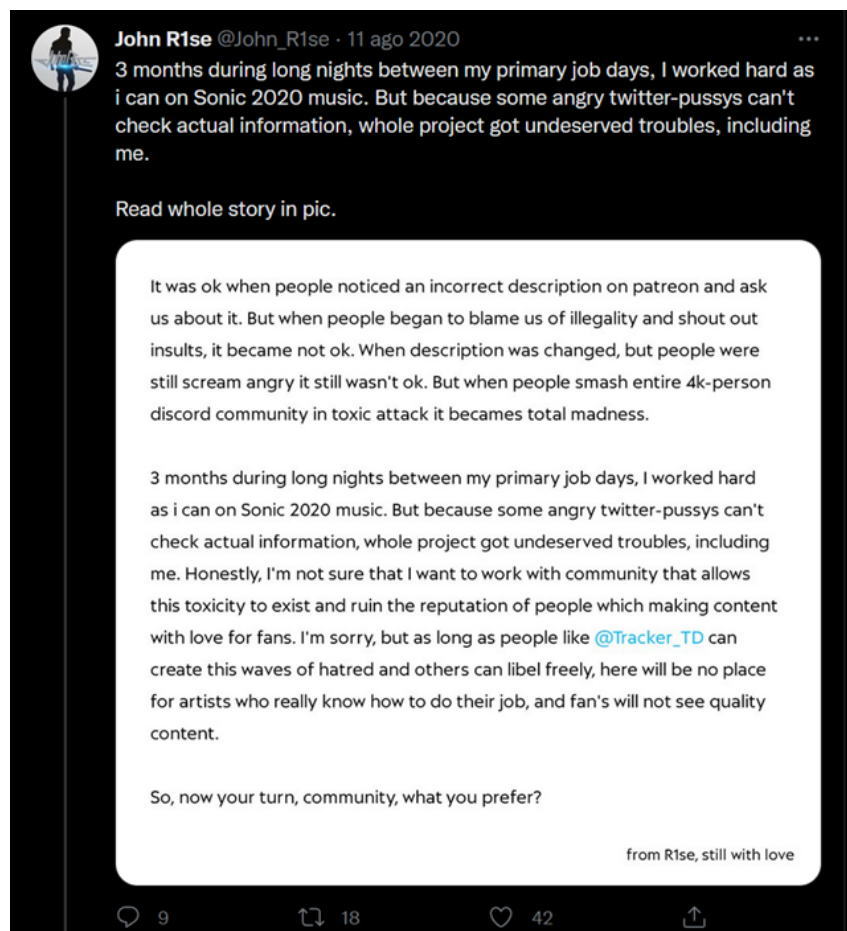


I also had a conversation between me and John on why I was banned from the official server. I was banned because I made a video in which I called out the developers. This is information that I was not supposed to share, but I'm still going to do it, because I feel this is important.



So according to John, I can't express my opinion freely, and I should tell them privately instead. You can't even be critical on their server without getting banned, so what's the point of it, then? A long time ago, John made a tweet where he called people "angry twitter-pussys". He did this because he was mad at people who were questioning the legality of their Patreon and raiding their old Discord server. He blamed @Tracker_TD for the server getting raided, yet **he wasn't even involved in it.**

John's tweet: https://twitter.com/John_R1se/status/1293206839883173888

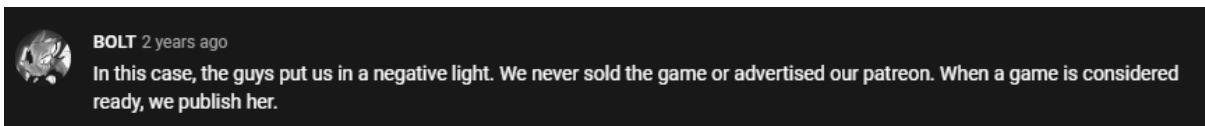




JOH's Twitter thread

So basically, JOH made a tweet responding to the “misinformation” people were spreading about the fangame. So I decided to write my own response.

1. The problem took place in the Fall of 2022. On BOLT's PERSONAL(!) Patreon page there was a goal set for the level with Shadow. Those who donated could participate in beta testing of the levels of the upcoming "Shadow of Water" Episode. The donation was absolutely optional but solved the issue of motivating the testers (people who donated) and gave the developer at least some guarantee that they would not spoil the content before the release.



I find it funny that they kept lying about how they were never hiding any beta builds behind a paywall subscription on Patreon, and now they **accidentally admitted it**.

2. The "Shadow of Water " episode was released on promised time in July 2020 and was absolutely free.

Yes, it was released to the public for free. However, the beta builds were hidden behind a paywall.

3. After some time, some Twitter users considered the materials on Patreon to be a violation of the copyright law.

When it was brought to attention, the team couldn't even understand the problem. Donations even like that kind have never been flamed by anyone - moders, artists, and animators had those. Moreover, it was a personal Patreon BOLT, it was not created specifically for Sonic 2020.

However, people were worried, and after consulting with his team from «Mania Team», BOLT removed these goals from his Patreon and did not plan to do anything similar in the future. The issue had been closed. The community had nothing to worry about anymore.

They clearly know what they were doing since this wasn't the first fangame they were developing behind a Patreon paywall.

They unlisted all of the videos about that Dragon of the Edge fangame I talked about earlier from the Ouroboros channel. However, I managed to find unlisted videos about it through their Tumblr. It linked to another project that they called "Dragons. Revival of the Night", which also had a donation page. (This is also where I found that Q&A video that mentioned Dragon of the Edge.)

<https://www.patreon.com/DragonsOfTheEdge>

BOLT's Patreon was, according to them, personal. But it was only renamed to Ouroboros after people called them out... so what will be an explanation for that, then?

5. BOLT contacted his friends in the Ouroboros Studio animation community, with whom he had previously worked on various projects. Since then, Sonic 2020 got a new team, and Patreon became part of the social networks of Ouroboros. All old projects were removed, Patreon received a complete re-brand, and also started to be used for the team's original projects which attracted the support of the people from the country where the main Ouroboros community is based.

Everything published from Sonic 2020 (later known as Sonic Omens) was original content - such as bosses, team-created assets, original soundtrack and concept art. Ouroboros has every right to monetize that content.

While, yes, they have creations that are non-Sonic-related, the important thing they keep forgetting is that making fangames should be about passion and not for monetary gain. Well, they completely ignored it and decided to paywall Sonic Omens related content behind Patreon again.

2. In the wake of that hype, a number of YouTubers and Twitter users decided to accuse Ouroboros Studio of monetizing someone else's IP. After the general enthusiasm, the aggressive minority raised a new, unfounded wave of hatred, to which SEGA community managers themselves had to respond that they will solve problems on an individual basis, and not judge all content makers. BOLT had a personal dialogue with them. All social media had been looked through and no violations were found. Everything was fine with Sonic Omens legally and the development continued.

How did this happen? You're telling me they didn't find **any** violations? It took me 5 minutes to find **three** donation pages, two of them that keep advertising Sonic Omens.

3. So, after all that... The development of the final episodes has not been stopped. One of SEGA's community managers is even currently on the Sonic Omens Discord Server. SEGA has not canceled any fan games. Community of the Ouroboros Studio is also promoting the pilot episode of its animated series "The Adventures of the Bard of Tiell" in august and is gearing up for production of the original game- "Race of the Nine Worlds".

Well, I'm pretty sure we all know the true intention of the SEGA community manager. **To keep an eye on the team.** JOH also mentions that they are promoting the original pilot episode of their IP, but the thing is, their Patreon has more Sonic Omens related stuff than any of their IP has.

On top of that, SEGA not cancelling any fangames doesn't mean that Omens isn't doing a bad thing. That means that Omens most likely isn't making enough money for SEGA to go: "We have to cancel this fangame as soon as possible." SEGA is most likely watching Omens to see if the team goes too far with it, or if other creators follow their footsteps. If that does happen, that would mean SEGA is going to have to take drastic measures for fangames in the future.

4. Recently, the announcement of the release date of the final episodes of Sonic Omens took place. It will be in August 2022. And once again, In the comment section there were people who did not know any of this information. Only bits and pieces, judging by their accusations. The team was accused of planning on selling the game. Again. Accused of having been selling the game before. Again. Blamed for the possibility of all fan-made Sonic games to be banned because of Sonic Omens. AGAIN.

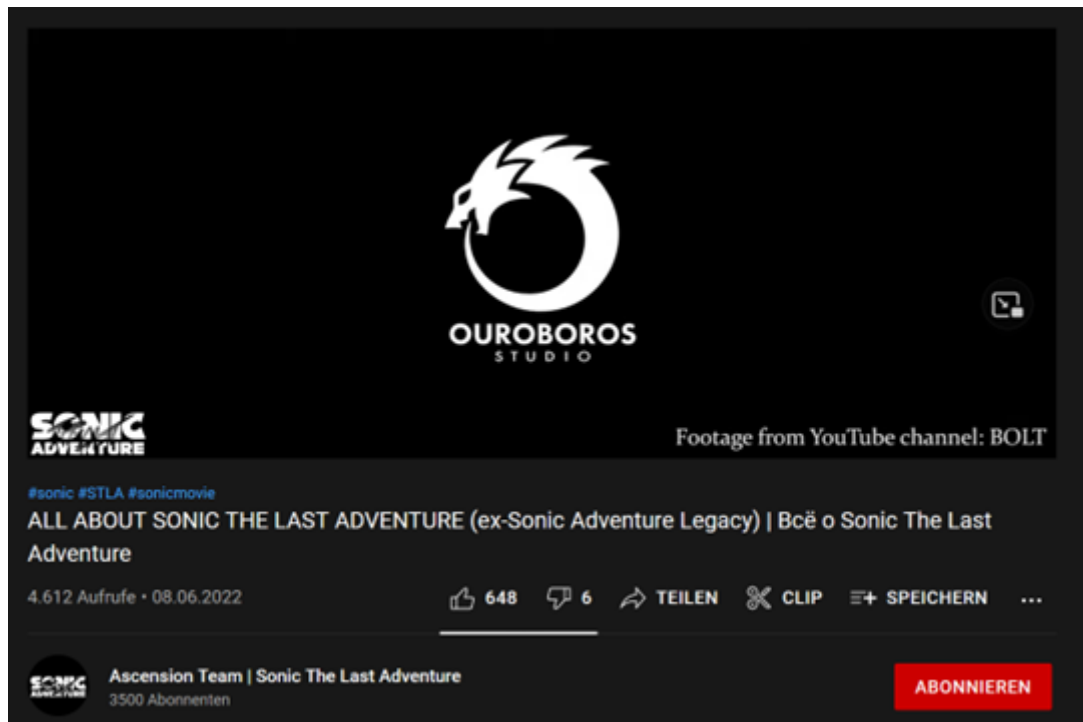
This point is partially correct, they did not plan to sell the game, **but JOH did lie and say that they never sold their fangame behind Patreon subscription.** I mean, they tried to paywall beta builds and could motivate other people to do the same thing because of them. Roblox had, and still has, this issue with Sonic fangames.

5. If you believe this crap, then how about you also go ask Team Sea3on (3rd season of Sonic SatAM) and Miitoons (Sonic Villains) about their Patreon pages? And how they compete with SEGA, which together with Netflix are now making Sonic Prime.
There is no difference here. SEGA is a multimedia company. But it's only Sonic Omens that receives this drama again and again, despite never having sold a single copy of the game to anyone!

This really shows how these guys prefer to throw other people under the bus just to make a point. It is debatable whenever fan animation projects should accept donations but the funny thing is that **the creator of Sonic Omens actually supports a Sonic fan animation project that accepts donations.**

SEGA isn't an animation company, they make games first and foremost. They license their IPs out to animation studios rather than making them in-house. SEGA has stated that they

are making no money off of Prime. They also do not own the rights to the Sonic movies, that belongs to Paramount. The difference is that Sonic Omens could be seen as competition for Frontiers. There is a chance that people could go out and say something like: "Why would you buy this 60 dollar game that might not be good, when you could support this fan game that looks a lot more promising!" That is considered competition. It would not be the same if people said: "Why would you buy Frontiers when you could watch the Sonic SatAM revival?" That's not competition for the games, and therefore not taking money away from SEGA, since they don't gain any money on that front.



Sumochkin

Sumochkin is the voice actor of Eggman in Sonic Omens.

But before that, Sumochkin made a slightly negative review on Sonic Omens. After Ouroboros invited him to work for them, he then made a positive review on the fangame while purposefully ignoring its biggest flaws. The fact that their censorship directly affects the people they're working with is crazy to me.

Recently, Sumochkin streamed Omens' new episodes, where he was struggling with the Maria boss. The developers, who were also present on the stream, were making fun of him and that caused him to rage quit. If your own team members struggle to beat your game because of how batshit insane the difficulty is and then you make fun of them for it, that shows just how awful of a person you are.

The stream clip: https://www.youtube.com/watch?v=_C7hN6qCLVw

Source: <https://twitter.com/Nezaniatoyimia1/status/1557662619418460160>



Penguins of madagastruction

@Nezaniatoyimia1

In risposta a @SNick_WT

Let me tell you a thing about omens.
Eggman's VA in this game is a youtuber, he streamed sonic omens yesterday, played it for 2,5 hours straight. Omens' level design is so atrocious that it drove him mad and he had a mental breakdown after struggling to beat it

[Traduci il Tweet](#)



Penguins of madagastruction @Nezaniatoyimia1 · 11 ago

In risposta a @Nezaniatoyimia1 e @SNick_WT

Oh, and the developers were also present on stream, they made fun of him for struggling the whole stream



9



25



340



Donazione

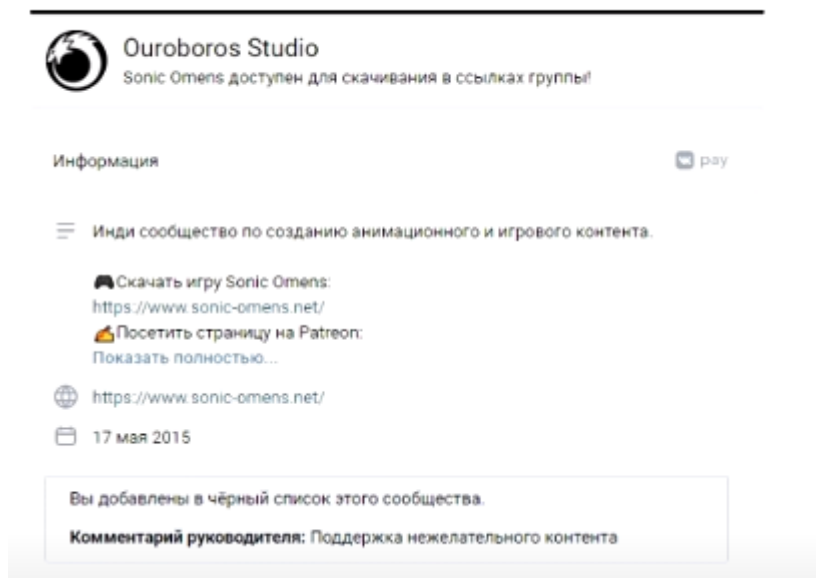
Censorship drama

Ouroboros has been involved in blocking groups on VK. Let's say there's a group named "Sonic fangame lovers", and on the page you can see who is part of the group. What they did is they looked at the entire list of members and, if they find someone they don't like because they were negative about Sonic Omens, **everyone from the group** will be blocked.

They did the same thing to a Russian YouTuber who was going to make a negative review on Sonic Omens. One of the examples is a YouTuber called *Solareyn Eylinor*, who made a mixed review on Omens with his friends. When the team found out that they were going to make the review, he and at least one of his friends were blocked for the reason "Supporting Unwanted content".

Proof: <https://www.youtube.com/watch?v=SiAognUj6UQ&t=2446s>

ОНИ МЕНЯ ТОЖЕ ДОБАВИЛИ

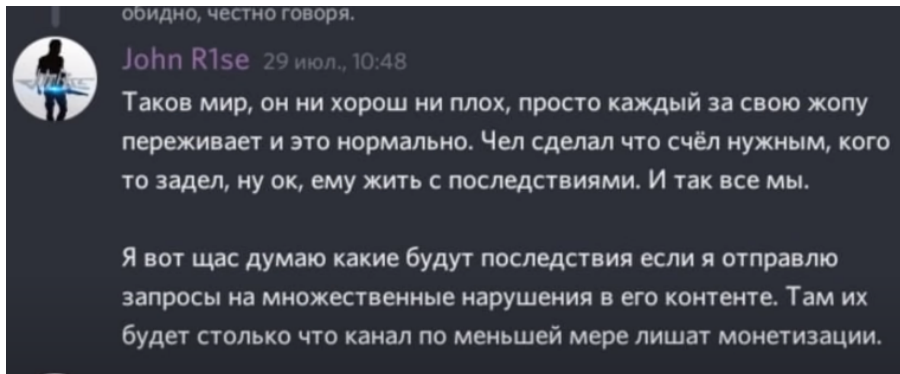


There is a video that shows that **over 167 people** were blocked for being associated to groups that they didn't like: https://www.youtube.com/watch?v=cwys_R_gY3U&t=88s
More proof of the mass blocking: <https://www.youtube.com/watch?v=6uAjJW0d16c&t=910s>

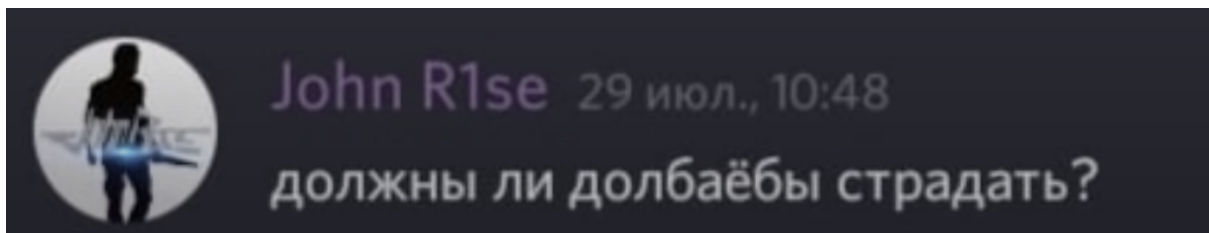
Ouroboros were planning on striking Solareyn Eylinor's review down, to make the guy apologize.

"That's the way the world works. It isn't good, it isn't bad. Everyone's worried about their own ass and that's fine. Man did what he thought was right, hurt someone, that's ok, he'll have to live with the consequences. That's how we all work.

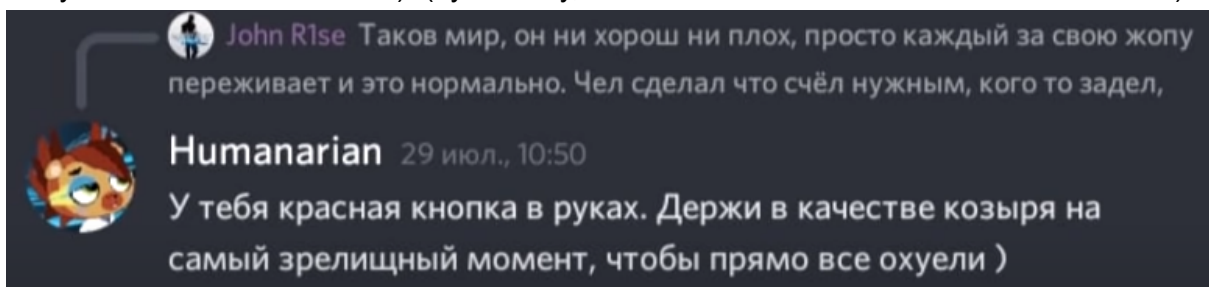
I'm thinking about the consequences that will happen if I'll send multiple reports on violations within his content. There would be so many that his channel would be at least demonetized"



"Should fuckheads suffer?"



"You have the red button. Keep at as a trump card for the most spectacular moment so that everyone would lose their shit)" (by the way, this is Shadow's voice actor for Sonic Omens)



Questionable Maria textures

So recently, in my private server, someone (who I'm not gonna mention the name of for safety reasons) found an underwear texture for Maria. On the texture is written "bad girl", like, WHAT THE ACTUAL FUCK??? SHE IS **12** WHAT THE FUCK???

<https://media.discordapp.net/attachments/851543033186353162/1007696291616260197/Mry6KjeXK6E.jpg>

This counts as sexualizing minors and whoever thought it was a good idea to make this? To my knowledge, this texture is not visible (or at least obscured) during the boss fight, meaning this was added by someone for fun(?)

What can we do about all of this?

Just... don't support their game. Don't even play their game or support their projects. Support other fangame projects such as Sonic and the Fallen Star, Sonic Triple Trouble 16-bit, Sonic GT and S&K NEWTROGIC PANIC. Tell your favourite SonicTubers to not play Sonic Omens.

Making fangames should be about passion and should not be for monetary gain. If you really care about earning money on an IP you don't even own, it really shows how much of a greedy scumbag you really are.

- Farkle